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sports and active games



FOREWORD

How is your playground going to look in August?

It is easy to keep your playground full of children early in the summer, but it takes a skilled supervisor with a well-balanced program to attract boys and girls during August.

One of the prime reasons for the lack of enthusiasm during August is that too few programs have a sufficient variety of activities to keep children interested all summer long.

Many supervisors allow baseball or softball to take up a great deal of the time on the playground. These are wonderful games and no playground would be the same without them, but there are also many other sports that have great possibilities—exciting, competitive and demanding skill.

The responsibility lies with the supervisor who stimulates, teaches and guides his charges. The job is demanding, yet the dividends are great. Few other summer positions can offer you the same sort of experiences or the same feeling of satisfaction in having done a useful job well.

This manual makes no attempt to be exhaustive, but is intended to serve as a guide to help you to do your job more effectively.

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ACTIVE GAMES

“Jack always seems to know the right game to play. I certainly wish I knew as many games as he does. He’s a wonderful playleader.”

How often have you heard or thought this? The truth is Jack does not actually know many games. But he does know a few basic games he can adapt to any situation.

The number of playground games runs into the thousands. It is futile to try to memorize a lot of them. Many playleaders become lost if space is restricted, equipment limited or if there is a change in the number of players. Why? They have not learned to improvise with what is at hand.

The successful playleader learns a few basic games which form the basis for many others. He can then modify and develop them by means of his own ingenuity to fit any situation that arises.

These basic games may be developed in three ways, by changing:

- the form of locomotion (walk, run, hop, etc.)
- the kind of equipment (ball, two balls, stick, etc.)
- the formation (pairs, teams, etc.)

A playleader must realize that the rules of a game are flexible. Every game may be changed in some way to meet immediate needs.

Every playleader should learn:

- the possible play materials and their uses
- the basic “type” games and how to build upon them
- the potential and limitations of the games, and equipment with which he must work.

This manual does not attempt to be exhaustive. Its aim is to point out a few basic games and show how, by your own resourcefulness, you can develop an unlimited number from them to meet any situation you might encounter.

CIRCLE GAMES

The circle game is a basic game which lends itself to an unlimited number of variations.

Development of a Game Stressing Locomotion

Players: Any number

Area: Preferably 100 square ft

Formation: Single circle with players facing inwards, eyes closed and hands behind their backs. One player is IT.

Game: IT walks around the circle and slaps someone’s hands. The slapped player turns and runs in the opposite direction to IT, around the circle. The one who fails to reach the open position first is IT for the next round.

Variations:

By changing the locomotion:

Players could hop, skip, slide sideways, run backwards, walk or imitate some animal

When the players meet on their way around the circle they might:

- stop and bow or curtsy
- join hands and turn around twice
- shake hands, etc.

By changing the equipment:

Players might be instructed to bounce a ball, juggle a bean bag, dribble a soccer ball, etc.

By changing the formation:

Players may be paired off so that the two run hand in hand.

Development of a Game Stressing Equipment

Players: Any number

Area: Preferably 100 square ft

Formation: Single circle facing inwards with one person, IT, in the centre.

Equipment: A ball

Game: The players pass the ball from player to player clockwise around the circle while IT tries to touch someone who is holding the ball. If IT succeeds, the player touched becomes IT.

Variations:

By changing the locomotion:

Players may walk or turn in a circle passing the ball as they move.

By changing the equipment:

Almost anything may be used in place of a ball.

Two balls may be used to increase the activity.

By changing the formation:

Players could be made to kneel, squat or sit.

*a good playleader is worth
a thousand dollars worth of equipment*

TAG GAMES

Tag games are enjoyed tremendously by children and they also serve as healthy outlets for excess energy.

Tag is usually divided into two classifications according to the ways in which a player may become immune from becoming IT.

Immunity by Touching an Object or Designated Area

Sample Game:

Players: Any number

Area: Dependent upon the number of players

Formation: Players scatter at will about the playing area

Game: One of the players is IT. He chases any of the other players in an effort to touch one of them. If he is successful, the person touched becomes IT. A player may become immune to becoming IT by any means you wish to devise, e.g., by touching:

- a tree, particular tree, or leaf
- a stone, piece of wood or other substance
- a post, pole, bench, person, certain color or material
- a given area

Variation:

By changing the locomotion:

Players may walk, hop, skip, run, or jump.

By changing the equipment:

IT must throw a ball to hit a player instead of touching one of them with his hand. IT might have a rolled newspaper with which to touch the players.

By changing the formation:

Have more than one IT. Have players run about in pairs holding hands. Designate two players as IT.

Sample Game:

Players: Any number

Area: To suit the number of players

Formation: Players are scattered over the playing area

Equipment: Any portable object is satisfactory

Game: IT must chase whoever is carrying the "poisoned" object. To escape being touched, the person being chased passes the object to another player who must accept it. IT must then chase the new person holding the object.

Variations:

By changing the locomotion:

Have the players hop, skip, walk, etc.

By changing the formation:

Play the game in pairs

Sample Game:

Players: 16 - 20

Area: To suit the number of players. Mark as many 3-foot circles as there are players.

Formation: One player stands in each circle. One player is IT.

Game: When IT leaves his circle all the players must change their circles. IT attempts to touch one of the players before any of them reach a new circle. If IT succeeds, then the player touched becomes IT.

Variations:

By changing the locomotion:

Have players hop, skip, walk, jump, or crawl.

By changing the equipment:

Have IT throw a ball at the changing players instead of touching them with his hand, or use a rolled newspaper.

By changing the formation:

Have the players work in pairs. Group the players in threes. Two join hands to form a circle and the third player stands inside this circle. The rules of play are then the same as in the original game.

Immunity by Performing a Specific Act

Sample Game:

Players: Any number

Area: To suit the number of players

Formation: Players are scattered about the area.

One player is IT.

Game: IT chases any of the other players trying to touch one of them. If IT succeeds in touching a player, that player becomes IT. Players may attain immunity by performing various acts, e.g. stooping, sitting, lying, kneeling, imitating various animals, etc. As long as the pose is held the player is immune.

There is no limit to the number of different poses that may be used, or the number of ITs. The form of locomotion or equipment may also be changed.

RELAYS

Relays satisfy children's desire for keen competition. A wise playground leader will work this form of activity into his daily program. Great variety may be acquired by the use of different relay formations.

File Formation:

Players stand in teams,
one behind the other,
facing the leader.

```

X   O
X   O
X   O
X   O
leader

```

Line Formation:

Players form up into two
lines facing one another.

```

X X X X X X
O O O O O O
leader

```

Circle Formation:

Each team forms a small circle.

Sample Game:

Players: At least 6-10 players in a circle

Formation: Each team forms a circle facing inwards

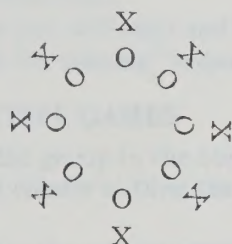
Game: At a signal the first player in each circle passes any object to the player on his right. The object is passed around the circle back to the first player.

The first team to complete a stated number of circuits wins.

Variation:

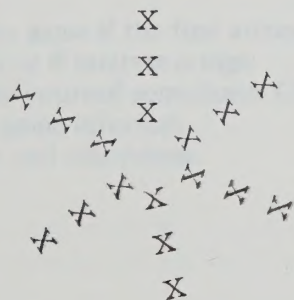
By changing the formation:

Use one large circle, one team on the inside and one on the outside.



Spoke Formation:

Each team lines up in file forming one spoke of a wheel.



Sample Game:

Players: Any number over 20, divided into teams

Formation: Spoke formation as in illustration

Game: The first runner on each team (the person farthest from the centre) starts to run in a counter-clockwise direction. When he reaches his original position he touches off with the person next in line and then takes a new position at the centre of the wheel. The team having all its players finish first wins.

Variations:

Immediately one can see the many variations possible from this game.

How would you

—change the locomotion?

—change the equipment?

Shuttle Formation:

Divide the group into files. Split each file in half and separate the halves so that they face each other.

```

X X X X   X X X X
O O O O   O O O O
□ □ □ □   □ □ □ □

```

Sample Game:

Players: At least two teams and six to a team

Formation: Shuttle formation as described

Game: At a signal the first man runs, touches off to the first man in the opposite file and goes to the rear of that file. The player touched then runs back to touch the next player in the opposite file. Any predetermined number of trips may constitute the race.

Variations:

How would you

—change the locomotion?

—change the equipment?

Building upon these various formations and knowing the types of locomotion and equipment available it is possible to develop innumerable relay races.

By performing a specific act:

—Squat, and rise in turn.

—Last person slaps the hand of the player in front of him and so on down the file or line or around the circle.

—Turn around twice in place.

—Turn around and touch the player behind who in turn touches the player behind and so on down the line.

Think of 10 more acts that might be performed.

By introducing equipment into the race:

- Run to a block, knock it down, continue on to a marker. Return, set up the block and touch off the next player in the file.
- First man passes a ball over his head, next man passes it through his legs. Proceed over and under until last man has the ball. He runs to the front of the line and starts the action over again.
- Each player in turn skips rope while running to a marker and back.
- First player holds a folded chair. At a signal he unfolds the chair, sits on it, clicks his heels together three times, folds the chair again and passes it to the next player in the line, file, or circle.

Think of 10 more relays requiring simple equipment.

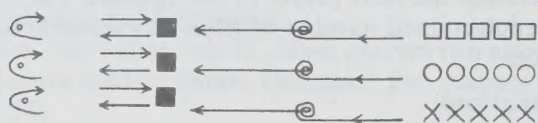
By using certain types of locomotion:

- Walk or run forwards, or backwards.
- Hop, skip, slide or run on all fours.
- Imitate an animal.
- Pick-a-back, wheelbarrow.
- Hold hands and run in pairs or as a whole team in line or file.

Think of 10 relays involving certain types of locomotion.

Once the group has learned to follow simple patterns, it is possible to introduce relays involving combinations of locomotion, equipment and the performance of specific acts.

Sample Relay:



First man runs to first line and turns around twice. He continues on to the second line, knocks down the block and runs to the marker. On the way back, he sets up the block with his feet and touches off with the next player in line who repeats the action.

With a little thought you will have no difficulty in developing 30–40 relays of your own to meet the needs of any situation.

HIDE-AND-SEEK

There are innumerable variations of the game involving IT seeking playmates who have hidden.

IT may be a single player or a team but invariably IT seeks the others.

The players that are to hide are given a certain length of time in which to find a suitable hiding place. IT then goes out from a place designated as HOME or GOAL and seeks the others, searching until all are found. The first one found is IT for the next game.

Variations:

- When IT spies someone, he calls the person by name.
- Same as above, except that both IT and the person found race for home. If the player found gets home first, he is safe.
- At any time a hidden player may attempt to steal home.
- The players are divided into teams. One team hides and the other team goes in search of them.
- One player or team may stalk the other side's home or flag and attempt to steal it without being caught.

This game of hide-and-seek can become one of your most popular activities. Girls and boys can compete on an even basis and age is not greatly significant. Play hide-and-seek often but remember to stop before the players tire of it. This principle holds for any game.

SELECTING ACTIVITIES

When selecting an activity, choose games that insure maximum participation for the children. Avoid having just one or two players active while the others look on.

Preparation:

1. Select your games, bearing in mind the following points:
 - age, sex and number of players
 - activity possible
 - equipment necessary
 - time available
 - skills required
 - ease of teaching
 - interest value
 - enjoyment possible
 - exercise value
 - educational value
 - relationship to the rest of your program
2. Have the equipment ready for use.
3. Build your day's program around variations possible with one or two pieces of equipment.
4. Know how to adapt the game to the number of players.
5. Avoid using variations of the same game during one period.
6. Know the rules of the game. Be able to adapt and modify them to fit the immediate situation.
7. Know beforehand what formation you will use to play the game.
8. Play all the games of one formation before changing to another.
9. Think how you will start and finish the game.
10. Allow time for playing "requested" games.

LEADING ACTIVE GAMES

1. Assemble the group in the correct formation.
2. Briefly but clearly outline the game and the rules.
3. Demonstrate the correct procedure or technique.
4. Briefly give the players any background history or interesting information about the game.
5. Emphasize any safety precautions to be observed.
6. Repeat the game if the first attempt is not too successful or if interest is high.
7. Participate yourself sometimes. Children like it.
8. Keep the game informal.
9. Stress fun and enjoyment.

KNOW YOUR MATERIALS AND THEIR USES

BLOCKS (these can be 12x2x4 in., with the sharp corners removed)

You can use them as:

- markers for races or as Indian clubs
- objects to be passed from player to player
- bats.

SMALL BALLS (softball, tennis ball, sponge ball, wood, paper, rags, sand or bean bags)

You can use them to:

- throw for distance or accuracy
- pass—forward, backward, under, over, around, from player to player
- bat with the hand, stick or block
- kick, bounce, dribble, carry, roll to a marker, into a hole, between obstacles, or against a wall
- teach the fundamental skills of catching and throwing.

LARGE BALLS (soccer, play balls, volleyballs, basketballs)

Note: Rubber is best for outdoor use. Basketballs and volleyballs should never be kicked.

You can use them to:

- roll between obstacles, at targets or markers
- pass, over, around, under, from player to player
- kick, dribble, bounce, for accuracy at, through, or around targets or markers
- carry or juggle while moving
- throw into boxes, cans, barrels, pails or baskets or through hoops and tires
- bat with the hand.

OLD TIRES OR HOOPS (metal or wooden)

You can use them to:

- roll for speed or accuracy while stationary or moving
- skip or to perform other stunts
- serve as targets, for objects thrown at or through them while they are stationary or rolling
- serve as obstacles in a race
- roll so that they come to rest over stakes or on a marked-out area.

the needs & interests of the group
are the prime consideration

ROPES (sash'cord or clothesline)

You can use them to:

- jump over or skip
- spin as a lariat or throw as a lasso
- serve as obstacles in races
- act as starting, finishing lines, poison lines or markers
- play tug of war
- serve as nets, (hang small pieces of paper or cloth from the rope)
- serve as cross bars when weighted at both ends
- play tetherball.

NEWSPAPERS

You can use them as:

- stepping stones, markers or obstacles
- swatters, when rolled
- cut-out material (best shape, figure, or longest continuous strip.)
- balls, when squeezed and rolled tightly.

BOTTLE CAPS

You can use them as:

- markers or obstacles
- checkers, crokinole men
- small objects to hide and seek
- objects to throw for accuracy.

PAPER BAGS OR SACKS

You can use them to:

- serve as masks or blindfolds
- blow up and burst during races
- wear as hats and be knocked off by a roll of newspaper
- set as handicaps in races (when worn on the feet).

TIN CANS (clean with no sharp or jagged edges)

You can use them to:

- roll over a course, around, or between obstacles
- set up as targets, or markers
- sink into the ground for marbles or golf
- throw or roll objects into
- screw onto a stick for a modified game of lacrosse.

WANDS OR STICKS (broomhandles)

You can use them to:

- play hobbyhorses, or cowboys and Indians
- jump over or to perform other stunts
- push other objects while moving
- bat balls
- play various types of hockey.

BALLS OF STRING

You can use them to:

- wind and unwind while standing or moving in various formations
- play the different ball games.

RINGS (metal, rubber or rope)

You can use them to:

- throw over nails, pegs, hooks or stakes
- throw in hopscotch, closest-to-the-wall, side-walk baseball, or shuffleboard
- throw into tin cans, boxes, or other containers.

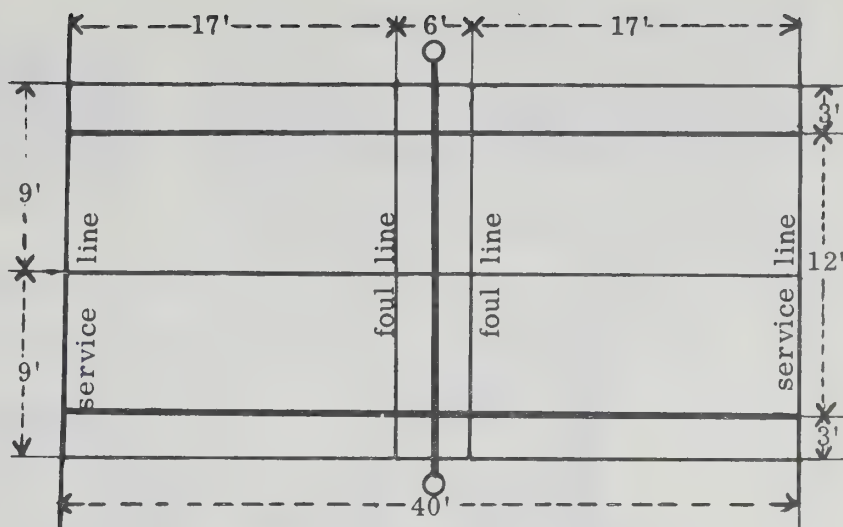
These are but some types of equipment and their uses. There is hardly any object that cannot be used as a substitute for some other one. A playleader need never think that he is hampered by the lack of equipment. What you don't have, improvise. What you can't afford to buy, make. Let the children make it and it will have far more meaning for them.

The most expensive equipment in the world is not worth much without sound leadership.

SPORTS

DECK TENNIS

This game is usually associated with ocean cruises but is very adaptable to a playground program.



COURT

Lay out the court as illustrated above. Stretch the net tightly across the court at a height of 4 ft 8 in. at the posts.

Note: Lower this height to suit the size of the players.

In singles play, use the area marked heavily and disregard the centre line.

In doubles play, use the full court with the centre line dividing it into left and right service courts.

EQUIPMENT

Play the game with a rubber or manilla rope quoit or ring, 1/2 in. thick and six in. in diameter.

PARTICIPANTS

Two or four people may play deck tennis. It is possible to increase the number of players on a team to three or four.

OBJECT OF THE GAME

The object of the game is to toss the ring back and forth over the net without letting it touch the ground.

SERVICE

To serve in singles throw the ring from behind the back line with an underhand motion. The ring must have an upward flight of at least six inches. No feinting is permitted. Only one service attempt is allowed unless the ring hits the net and drops over.

In doubles the same rules apply but serve diagonally into the opposite court. Serve alternately to each opponent shifting from side to side after each serve.

RECEIVING

In both singles and doubles, the player receiving the serve must remain behind the back line until the serve is made.

When one of the following rules is violated a point is lost:

1. Use only one hand to catch and throw the ring.
2. Toss the ring with an underhand motion and on a horizontal or upward plane.
3. Do not raise the elbow above the shoulder unless the ring has been caught in this position.
4. Return the ring immediately from the spot where it was caught.
5. Do not bat or juggle the ring. Handle it cleanly.
6. The ring must land inside the court (on the line is in).
7. The ring may not fall in the foul area except on the first service.

SCORING

Only the server may score a point. He continues to serve as long as he scores points. When the server faults, the service goes to the opponent.

Fifteen points constitute a game.

If the score is 14-all it becomes necessary to score two successive points to win. A match consists of the best two out of three games.

Change courts after each game.

A FEW TIPS FOR INSTRUCTORS

When players are learning, have two parallel lines face each other. Play catch back and forth. Correct their errors.

Run simple relays substituting the ring for the ball.

If numbers are large then play as in volleyball and have players rotate clockwise after each point. Be sure to lower the net for smaller children.

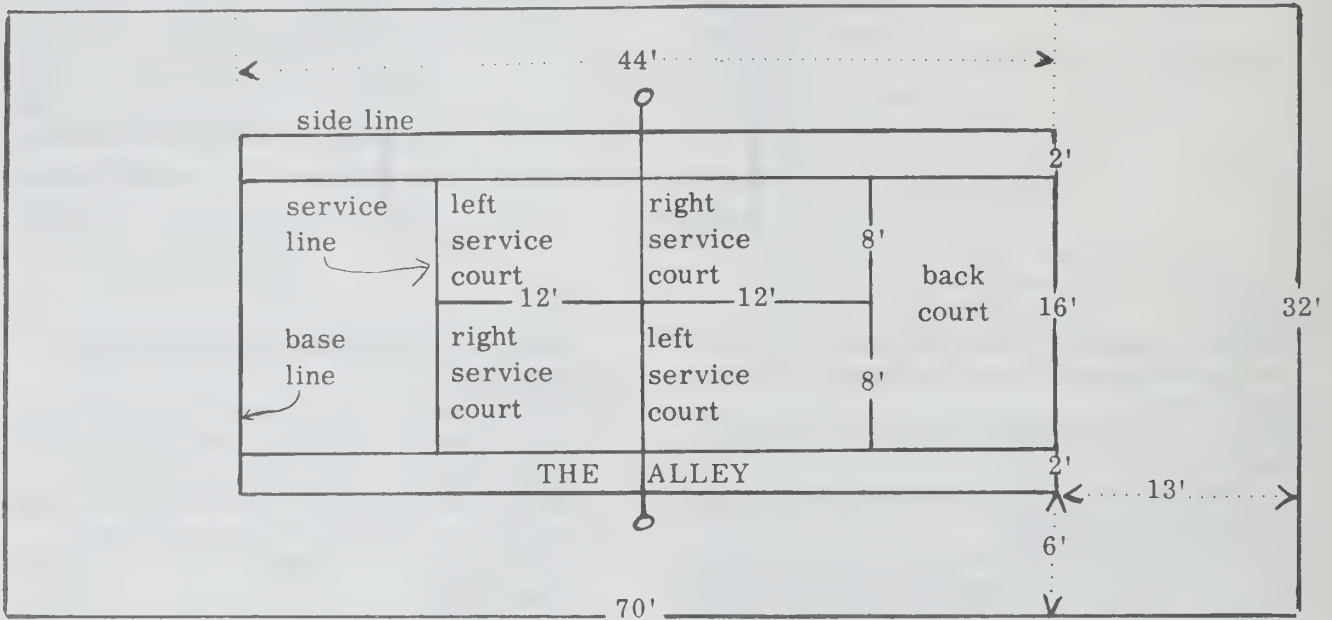
Deck tennis can be played very easily on the space set aside for volleyball. Alternate the two games before the children tire of one of them.

PLAYGROUND PADDLE TENNIS

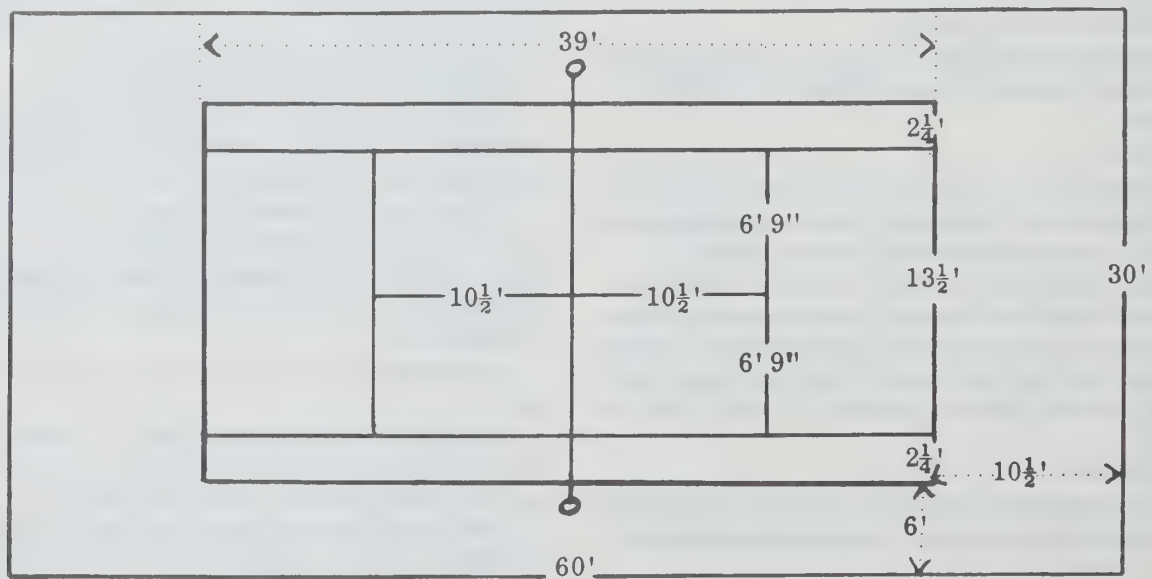
Paddle tennis is played everywhere, on the streets, at the beach, in gymnasiums and on specially constructed platforms. Almost four paddle tennis courts can be placed in the area needed for one lawn tennis

court. The equipment for this year-round activity is inexpensive. Above all none of the skill or excitement of lawn tennis is lost; this is why paddle tennis is so popular.

SENIOR COURT



JUNIOR COURT



PADDLE TENNIS EQUIPMENT

Paddles are made of plywood, rectangular, with rounded corners, 14 3/4 x 7 3/4 in. They weigh 8 to 9 ounces. Usually an old tennis ball or a sponge rubber ball of a similar size is used (2 1/2-in. diameter). The net is 18 ft x 2 ft with 1 1/2-in. mesh. Use a tarred net (if possible) for outdoor play.

RULES OF PLAY

The rules are exactly the same as for lawn tennis.

SCORING

As in lawn tennis the scoring is: 0 or love - 15 - 30 - 40 - game. It requires four points to win a game. A set is won when one player wins six games. If contestants tie at five games each then one player must win two consecutive games to be declared the winner. Two out of three sets makes a match.

A FEW TIPS FOR THE INSTRUCTOR

When players are beginning, have them stand 15 feet apart and hit the ball back and forth to one another until they have learned the correct hitting techniques and how to control the ball.

A chalk line might be added, or some other line to be used as an imaginary net while players are learning the fundamentals.

It is very effective to have beginners hit the ball against a brick wall, continuing to hit it as it rebounds each time. This will afford a wide variety of strokes.

Remember to scale down the height of the net to fit the players.

Juniors — 2 ft 2 in. at the centre. 2 ft 4 in. at the posts

Seniors — 2 ft 6 in. at the centre. 2 ft 9 in. at the posts.

POINTS TO EMPHASIZE WITH BEGINNERS

Keep your eyes on the ball at all times.

Don't face the net squarely when stroking. Step into the ball in the direction in which you want it to go.

Follow through.

Hit the ball as near the top of its bounce as you comfortably can. On bounces that are too high, wait until the ball begins to fall.

Don't hit down on all shots as though you are serving. Hit across the ball rolling the head of the paddle forward to produce a top spin on both forehand and backhand shots. Save your overhand "smash" for those high bouncing lobbs.

Hold the paddle in a straight line with your arm. Keep the paddle head up on all strokes. Bend your knees, according to the height of the bounce, on all strokes.

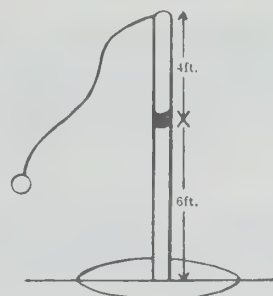
Once a player has mastered the fundamentals, teach him how to advance to the net. This is the most important offensive manoeuvre.

TETHERBALL

POLE

Height 10 ft. Circumference 7 1/2 in. Material wood or metal. Marking 2-in. black band 6 ft above ground.

The pole should be set 3 ft into the ground and securely packed.



BALL

A standard tennis ball is used which is encased in a crocheted net made of heavy, braided fishline. The net is used to suspend the ball from the top of the pole so that the ball rests 2 1/2 ft above the ground.

FOUL CIRCLE

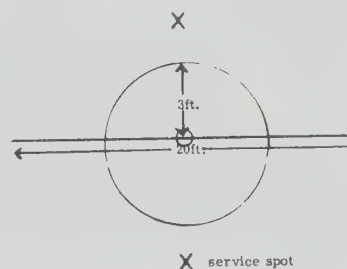
The foul circle (radius 3 ft) is drawn with the pole as centre.

DIVIDING LINE

20 ft long, bisects the circle and extends 10 ft on either side of the centre of the circle.

SERVICE CROSSES

Service crosses are marked on the ground on either side of, and at the right angles to the dividing line, at a distance of 6 ft from the pole.



Over-all Court Dimensions

12 feet by 20 feet

TETHERBALL (con't)

PADDLE

Tennis rackets, paddle tennis paddles or other wooden paddles may be used.

OBJECT OF THE GAME

The object is to hit the ball as often as possible so that the cord is wound completely around the pole above the black mark. The opponent attempts to wind the ball in the opposite direction.

SERVING

The two players toss for service. The server stands on the serving spot and hits the ball in either direction to start the play. If the server misses the ball or fails to hit it out of his territory then his opponent is given the serve.

RULES

Each must keep on his own side of the 20-foot line and outside of the foul circle. Players may not allow the cord to wind around their paddles. Ball must not become completely wound around the pole below the black mark.

PENALTY

The penalty for a violation is a free hit by the opponent as if he were serving.

SCORING

The game is won by the person who winds the cord around the pole so that the ball is above the black mark.

DOUBLES

It is possible to play tetherball with two on each side. Draw a second circle having a 6-foot radius around the pole. The service is alternated as in lawn tennis. Both players stay outside the 6-foot circle until the ball has been served. The server moves to the border of the 3-foot circle to play the ball as the cord becomes shortened. One player must be outside each circle.

A FEW TIPS FOR INSTRUCTORS

Adjust the height of the ball to the size of the players. Lower the 6-foot black mark for young children.

The secret of the game is to keep the eye on the ball, judge its speed and hit it as often as possible.

Tetherball is ideally suited to playgrounds that have limited space.

TIP CAT

Tip cat dates back to colonial days. It is a lot of fun and the equipment costs nothing.

EQUIPMENT

The cat is made from a stick 4 x 1 in. Whittle a point at each end.

The bat is a 4-ft stick the size of a broomstick.

The kitty stick is just a stick 2 ft. long.



PLAYING REGULATIONS

One person acts as batter while the others become fielders. The pitcher stands 30 ft from the batter. A circle with a diameter of 6 ft is drawn and the kitty stick is thrust into the ground in the centre of the circle.

The pitcher throws the bat at the kitty stick. If he knocks it down the batter is out. If the kitty stick is not knocked down the batter puts the cat in the circle. With his bat he taps the end of the cat so that it flies into the air. He then tries to hit it as far as possible.

If the cat is caught by a fielder before it strikes the ground the batter is out. If not then the fielder who recovers the cat tries to throw it so that it:

- falls in the circle.
- comes to rest within one bat's length of the kitty stick.

If the thrower succeeds he then becomes batter. If he fails, the batter measures the number of bat lengths from the kitty stick to the cat. Score 1 point for each bat length. Ten or 15 points wins.

A FEW TIPS FOR INSTRUCTORS

As a safety precaution be sure to have the batter stand well back from the kitty stick when the pitcher throws the bat.

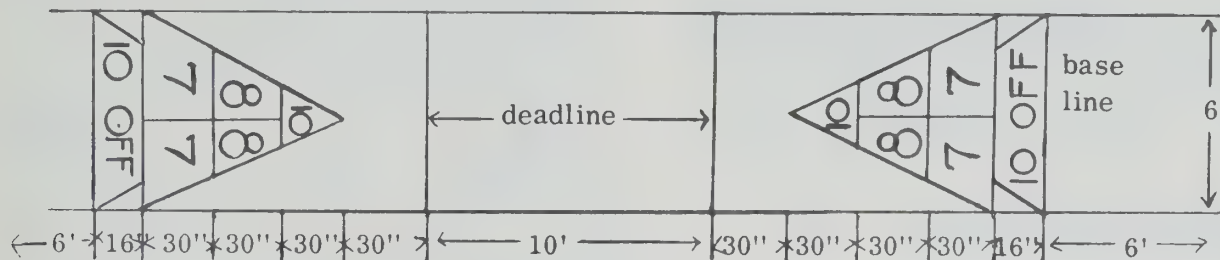
The knack to hitting the cat is to first tap it sharply to make it fly into the air and then wait. Keep your eye on the cat and hit it the moment that it pauses in its upward flight before falling.

SHUFFLEBOARD

Shuffleboard has grown to be one of the most popular activities for older people, yet the skill required makes it a challenging game for children on any playground.

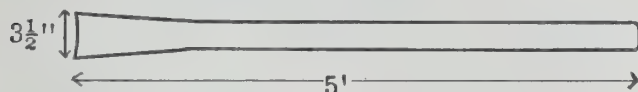
COURT

The court is laid out as illustrated.



CUES

The minimum length is 5 ft and the maximum is 6 ft 3 in.



DISKS

Eight disks, four red and four blue are used. (See diagram for dimensions.)



PLAYERS

The game may be played by two or four people. In singles the players both shoot from one end and follow the disks to the opposite end once shot. In doubles the two partners stand at opposite ends throughout the game.

OBJECT

The disks are pushed with the cue in an effort to make them come to rest on the scoring area at the far end of the court.

PLAYING RULES

The side that scores the highest number of points at an end leads off first on the next end. The two players alternate in shoving their disks.

Disks must be launched from the "10 off" area.

Players may not step over the first line while pushing their disks. (Penalty is five points off.)

An opponent may knock away any disk that is lying in a scoring area. Disks that stop within the "dead area" are removed at once.

SCORING

After all eight disks have been shot, the score is counted. A disk scores in the area in which it comes to rest. Disks touching a division line do not score. The winner is the first one to accumulate 50 points. In case of a tie, one disk is shot from each and the highest score wins.

A FEW TIPS FOR INSTRUCTORS

Most beginners will make the mistake of starting with the disk too far in front of them. From this position they are unable to give the disk sufficient impetus to send it the full distance.

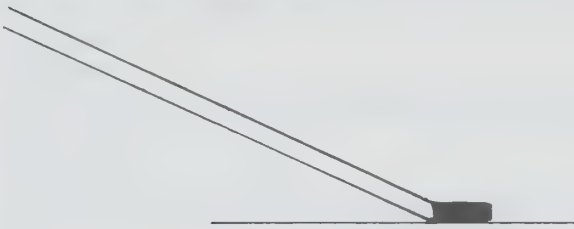
Before allowing anyone to play for the first time, show him how to push the disk correctly.

Run through the following fundamentals with them:

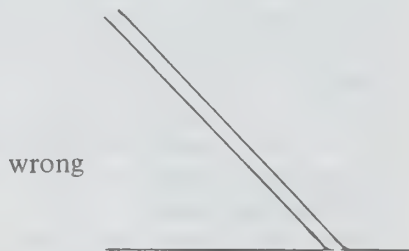
Stand in a walking position with the left foot in advance of the right (if the player is right-handed).

Grasp the end of the cue in the right hand and hold it so that it contacts the disk at a spot 6 in. in front of the left foot and in line with the right foot.

Hold the cue firmly but relaxed.
This is the starting position.



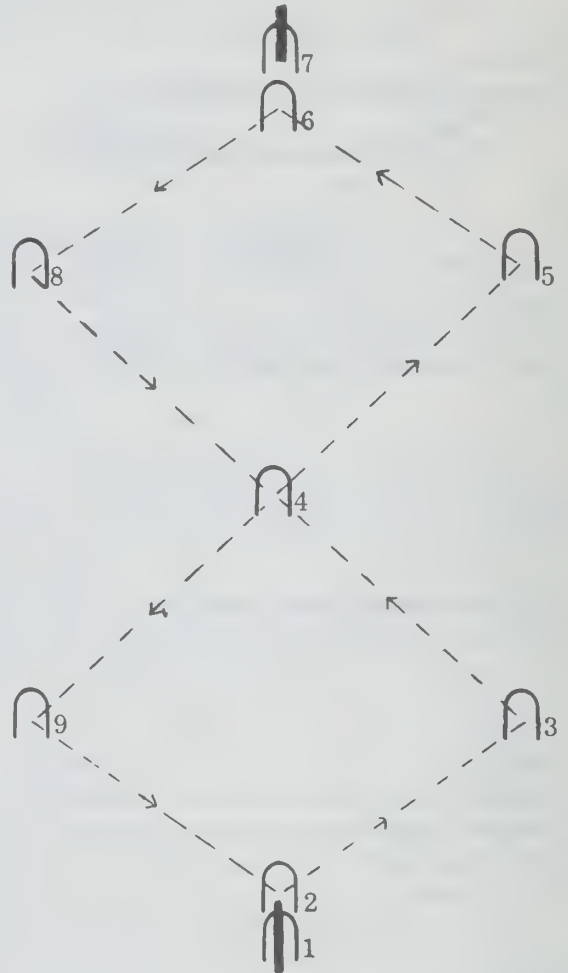
When pushing the disk most beginners will make the mistake of holding the cue at too steep an angle. This causes the head of the cue to catch the surface and spoil the shot.



With practice the player will be able to determine the best angle for him and will also learn just how hard to push the disk for best results.

CROQUET

Croquet is a game seldom seen on playgrounds and yet it is a game which young and old, skilled and unskilled can enjoy. Equipment is inexpensive and easy to obtain.



COURT

The boundary line is at least 7 ft from the end arches and 5 ft from the side arches.

The first arch is placed the length of the mallet handle from the starting stake. The same distance is measured between arches 1 and 2, and between arches 6 and 7.

Place arch 4 in the centre of the playing area. The side arches 3, 5, 8, 9, are placed on right angles from arches 2, 4, 6.

The two wooden stakes are $1\frac{1}{4}$ in. in diameter and protrude above the ground 12 to 18 in.

The arches extend about 10 in. above the ground. For beginners the width of the arch should be 5 in. For experts the width should be narrowed proportionately.

EQUIPMENT

A ball for each player, usually wooden and of a distinct color, 3 3/8 in. in diameter. The mallet may be of any size.

PLAYING REGULATIONS

Follow the dotted lines on the diagram around the course. Players shooting in turn are allowed one shot, unless they successfully pass through an arch or hit a stake—this gives them another stroke toward the next arch. A player continues until he misses. A player may elect to hit his ball so that it strikes his opponent's or partner's ball. If he succeeds he can place his ball adjacent to the one that was hit.

He may then hit a "split shot" that will send his opponent's ball out of position and roll his into a more favorable position; or else he may place his foot on top of his own ball then strike it so that his opponent's ball is placed in a disadvantageous location while his own remains stationary. He is then allowed one extra stroke.

The first player or team to complete the circuit wins.

A FEW TIPS FOR INSTRUCTORS

Increase the width of the arches to assure beginners some degree of success so they don't lose interest.

Stress that it is the head of the mallet that supplies the hitting force.

Hitting is essentially an action of the wrists. The wrists are "cocked" or "broken" bringing the head of the mallet back preparing for the forward swing.

Two stances are used. The "putting stance" as in golf and the "straddle stance" in which the player straddles the ball facing the target. Beginners will find the "straddle stance" easier but eventually should strive to master the "putting stance".

Keep your eye on the ball.

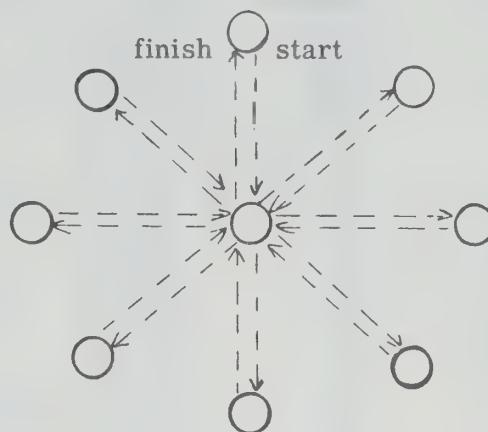
Bend the knees slightly, comfortably and be relaxed.

When laying your ball against your opponent's, place your foot on the ball firmly yet leaving enough freedom of movement so that the impact can be transmitted to the opponent's ball. Practise this shot until you "get the feel of it."

A VARIATION OF CROQUET

Using the same balls and mallets, it is possible to play miniature golf on your playground.

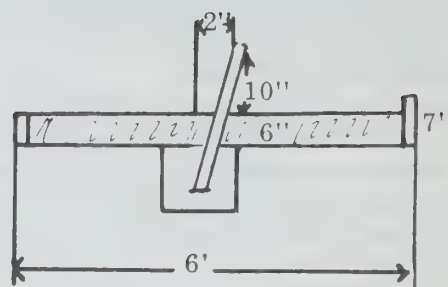
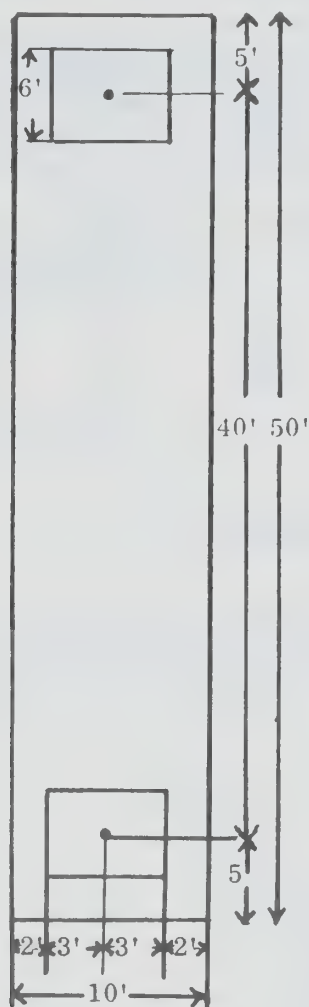
Lay out a 9-hole putting course on whatever space is available. Sink tin cans, minus top and bottom, into the holes. Use the rules of golf and score the number of strokes that are required to go around the course either once or twice.



HORSESHOES

The game of horseshoes originated in the days of the blacksmith's shop. However, none of the skill or enjoyment has been lost since then. It is a game that can be successfully adapted to all age-groups.

The Horseshoe Pitch



Side View of Box

plank or	18"
	36"
concrete	18"

EQUIPMENT

Stakes are of 1-in. iron pipe, 3 ft long and protruding 10 in. above the top of the box, and inclining 2 in. inward.

In order to firmly anchor each stake, the part underground should be set in concrete. Without this anchor the stakes constantly shift with use. The front board of the box may project 1 in. above the side of the box.

Fill the box with moist sand or clay to a depth of 6 in.

Place courts 10 ft apart (measuring from stake to stake) when building more than one.

Note: Place horseshoe courts away from other activities (softball, volleyball, tiny-tot area, etc.). A serious accident can occur when a child unknowingly runs against—a protruding stake. Many wise playground authorities put 3-ft fences around their horseshoe courts as an added safety precaution.

Modify the distance of the pitch in horseshoes to suit the age and strength of the players.

Official shoes may not be longer than 7 1/2 in. nor wider than 7 in., nor weigh more than 2 1/4 lbs. Toe and heel calks may not protrude more than 3/4 in. The opening between the calks may not exceed 3 1/2 in. at the inside measurement. A 1 1/2-lb shoe is sold for women and young players.

RULES OF PLAY

In singles both players throw from one end and follow their shoes to the opposite end.

The first player throws both of his shoes and then steps aside while his opponent throws his.

In doubles one player of each team remains at each end of the court throughout the game.

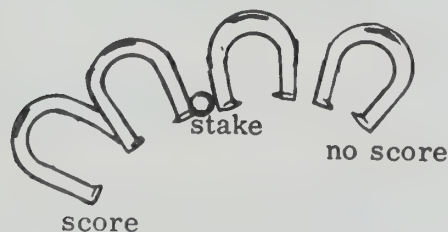
The front of the pitcher's box is the foul line. The thrower must not step over this line.

If the shoe strikes the frame of the pitcher's box or hits the ground and bounces or rolls into the box the throw is disallowed. A ringer is any shoe that encircles the stake in such a manner that a straight edge can touch both heel calks and still clear the stake.

SCORING

Count the score only after all four shoes have finally come to rest. No one touches the shoes until the score is counted.

The shoe closest to the stake scores one point providing it lies in a position where another shoe, placed with one heel calk against the base of the stake, will touch it with its other heel calk.



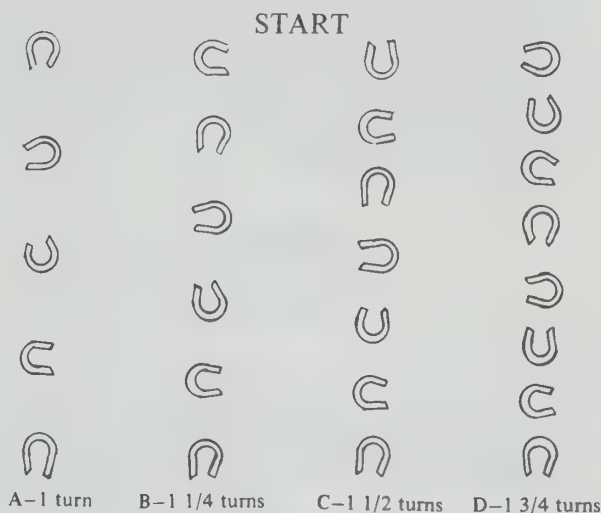
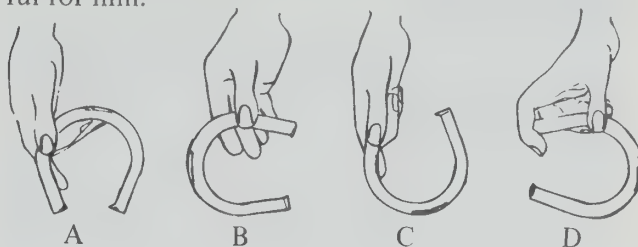
If both shoes are closer than either of the opponent's, score 2 points. Ringer scores 3 points. Ringer and closest shoe scores 4 points. Double ringer against 1 ringer by opponent scores 3 points.

Double ringer by both opponents, no score. A shoe that leans against the stake counts only as 1 point.

The player or team that scores highest at an end leads off for the next end.

PITCHING TECHNIQUE

A player should consistently assume the same pitching position for each throw if accuracy is to be attained. There are several accepted grips. The player should choose one that is comfortable and successful for him.



DELIVERY

Stand with both feet together, raise the shoe to arm's length and sight through its centre to the stake.

Swing the arm backward easily like a pendulum.

At the end of the back swing step forward with the left foot (right-handed thrower).

Follow through naturally with the arm and body. The forefinger guides shoe and governs spin.

Release the shoe when it is on a horizontal plane.

Whatever delivery is used the final object is to have the open end of the shoe land facing the stake. Help the beginner find the method best for him and have him stay with that delivery.

CHECK THESE POINTS

Learn to control the shoe.

Learn to judge the distance.

Develop a smooth, rhythmical, continuous action throughout the delivery.

Always practise the same style and method of delivery.

Always practise from the same starting position.

Keep your eye on the stake until the shoe lands.

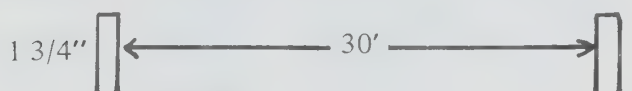
Learn to maintain balance throughout the throw.

QUOITS

The game of quoits is a popular adaptation of horseshoes. The equipment needed is simple and inexpensive, hence it lends itself splendidly to any playground program.

EQUIPMENT

Cut off two broomhandles 18 in. long. Drive them into a hard clay surface until only 1 3/4 in. is protruding above ground.



The quoits are metal disks, 9 in. in diameter with a 4-in. diameter centre hole (official). One side is usually flat, the other curved.

For playgrounds inexpensive small rubber or rope quoits may be purchased.



PLAYING RULES

The player or team that scores the most points at one end throws first to the other end.

The thrower is not to step past the stake when pitching. Player A throws two quoits followed by player B.

The quoits must be delivered with the convex side up. If it turns over afterwards, it counts.

SCORING

Scoring is the same as for horseshoes. The diameter of a quoit is used to determine the lying quoit's nearness to the stake. A ringer encircles the stake; a leaner comes to rest against the stake.

A FEW TIPS FOR INSTRUCTORS

Scale down the distance between the stakes to suit the age and strength of the players.

Hold the quoit with the thumb and last three fingers. The index finger held along the edge of the quoit controls and guides it (as in horseshoes). Use the same delivery technique as for horseshoes. Release the quoit while it is on a horizontal plane.

The quoit should rotate slightly in flight and land flatly in front of the stake. It will skid up to the stake and flop on. Once the beginner learns to control the quoit so that it does not "wobble" in flight, the correct gauging of distance will come through practice of the right technique.

BORDEN-BALL

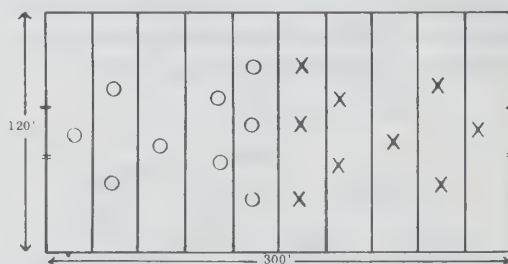
Borden-ball is a game developed during wartime as a vigorous and enjoyable game for large teams. You will probably not want to play Borden-ball every day but it may be useful as a change of program from time to time.

A football or soccer field is an ideal playing area but any level piece of ground may be used. Mark off boundaries at the ends and sides. Set up a goal 7 ft wide at each end.

Use a football, soccer ball, basketball, volleyball, baseball or any object that can be passed back and forth.

A team may consist of any number of players. The larger the available area, the more players may be involved.

Six to 10 men on a team is ideal in order to get maximum participation. If you have more, run two games and have the winners and losers play off. (The diagram illustrates 9-man teams.)



RULES OF PLAY

The game is begun with a jump ball at mid-field as in basketball. Thereafter a team may advance the ball by passing it from one player to another. The final object is to throw the ball past the opposing goalkeeper through the goal. After each goal there is a jump ball at mid-field.

Players may not hold the ball for more than 3 seconds, or run more than 3 steps with the ball.

Opponents must stay 3 ft away from the man holding the ball.

PENALTY

The ball is given to the other team. If a pass is dropped by team A the ball is left where it falls and automatically becomes the possession of team B.

If the ball is put out of bounds by a member of team A, it must be thrown in again by team B. At either end of the field the goalkeeper throws the ball in from his goal position.

Forward passes are allowed anywhere.

There are no "off-sides".

You may arbitrarily set any time limit on the game. Usually three periods of eight minutes each are played.

A FEW TIPS FOR INSTRUCTORS

Rotate the goal-keeping job so that two men are not inactive throughout the game.

Have the players find an opponent to "check" or "guard".

Have the players use a series of short passes from one to another as they are on the run.

The underhand baseball throw is the one most often used.

Teach and practise ball handling skill before you attempt to play the game.

PLAYING RULES

One team kicks off to start the game. Then the teams attempt to work the ball towards their opponent's goal in order to score.

When the ball is rolling or bouncing along the ground it must be played, as in soccer, with the feet only.

When the ball rises directly from a player's foot it may be caught on the fly and then passed back and forth as in basketball. Three steps only are allowed and a player may hold the ball only for three seconds. A violation of any rule automatically gives the opponents possession of the ball.

Players may guard one another but no obstructive tactics such as holding, pushing or tripping are allowed.

When a ball goes out of bounds the opponents throw it in again. No touchdown may be made on this pass.

SCORING

Field goal	— 3 points
Touchdown	— 3 points
Penalty kick	— 1 point
Drop kick	— 1 point

FIELD GOAL

A field goal is made as in soccer when a team successfully kicks the ball through the opponent's goal.

TOUCHDOWN

A touchdown is scored when a pass is completed from outside the 10-yard zone into the end zone.

PENALTY KICK

Any player who is fouled in the act of shooting for the goal is given a penalty kick from 20 yards in front of the goal. Only the goalkeeper may stop the shot.

DROP KICK

A drop kick is scored when a player who is holding the ball, successfully drop kicks it through the opponent's goal. Only the goalkeeper may stop the shot.

The length of a game is usually 40 minutes divided into four periods of 10 minutes each. Each team is allowed one time-out per period. These are not accumulative.

A FEW TIPS FOR INSTRUCTORS

This is a game that the skilled and not-so-skilled can both enjoy.

Be careful to arrange teams evenly and be sure that three or four of the more skilled players do not dominate the game.

Shorten the field for younger groups and play across a regulation field instead of lengthwise.

Allow players to officiate their own games.

Rotate your goalkeepers regularly.

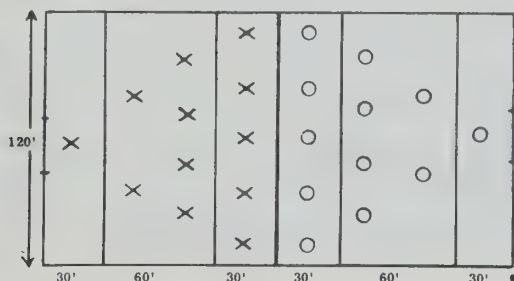
SPEEDBALL

Speedball is a more advanced form of Borden-ball with a wider range of skills required. The rules stated below have been slightly modified for the sake of simplicity.

The ideal field is a soccer or football field. However, as with Borden-ball, the size of the play area need not be a limiting factor.

Use a soccer ball for this game.

Eleven players usually comprise a team but the number is flexible.



HANDBALL

Handball has a long history and references to games like it date back to inscriptions found in Egyptian tombs. It is a popular game with young and old as it can be modified for older players. You will find that once you introduce it into your playground program, it will rapidly develop a strong following. Three types of handball are popular. However, four-wall handball requires a court beyond the resources of most playgrounds.

LINE HANDBALL

Line handball is played by two or four players. For singles lay out a court 8x16 ft preferably on a hard, relatively smooth surface with a line dividing the area into halves each 8x8 ft.

A sponge rubber or tennis ball is used. No other equipment is needed.

The server bounces the ball and then bats it into his opponent's court. The opponent may volley the ball or allow it to bounce once before returning it. Play continues until one player fails to return it legally or bats the ball out of bounds. On the line is in.

If the server loses the rally the service goes to his opponent.

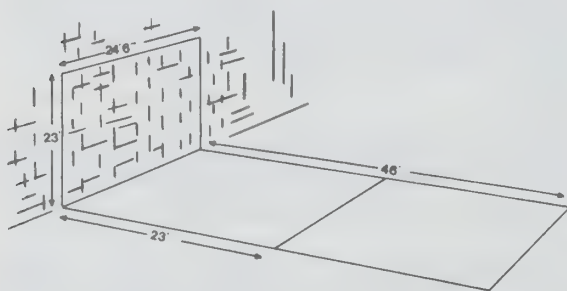
Score only on the service.

A game is 21 points. Two out of three games make up a match.

For doubles the court is 20x36 ft. Divide it by a centre line into two courts each 20x8 ft.

SINGLE-WALL HANDBALL

Single-wall handball may be played wherever there is a wall without windows.



Any number up to six may play handball singles. If four players are available, doubles may be played.

A sponge rubber or tennis ball is used for the outdoor game.

PLAYING REGULATIONS

From behind the service line the server bounces the ball and hits it against the front wall. His opponent may hit the rebounding ball on the fly or let it bounce once. They hit the ball alternately until one player fails to return the ball legally.

If the server wins the rally he gains one point. If the server loses the rally he loses the serve to his opponent. A point may only be won on the service.

A game consists of 21 points. Two out of three games are a match.

If three to six play at once, one person serves, the next in turn hits the rebound, and so on. Each player must hit the ball in turn.

In this variation, one point is given to the player who precedes the man who makes the error to end the rally. The first man to score 10 points is the winner.

The server must stand in the serving space (between the short line and the service line). When the served ball rebounds from the front wall it must land beyond the short line. If the ball fails to bounce beyond the short line in the second attempt the service is lost.

A FEW TIPS FOR INSTRUCTORS

When teaching a beginner stress that he should use both hands.

At some practices have the player use only his "weak hand".

Have the players throw the ball underhand at the wall. This is the same action as the underhand stroke.

The left foot steps forward when using the right hand, and the right foot forward when using the left hand.

Control is more important killing the ball.

Practising alone on a court will speed up improvement.

Keep your eye on the ball. Watch it hit your hand.

Learn the opponent's weaknesses and feed him those shots.

Vary your shots and the tempo of play.

Practise the serve until it is mastered.

Teach players to watch the angles of the ball to anticipate where it will rebound and be in position ready for it.

The fundamental position in handball is a relaxed half crouch that distributes your weight evenly, and keeps you poised and balanced to move rapidly in any direction.

To improve your game, play against players who are slightly better than you are.

To prevent sore, bruised hands, soak them in warm water for a few minutes before each game.

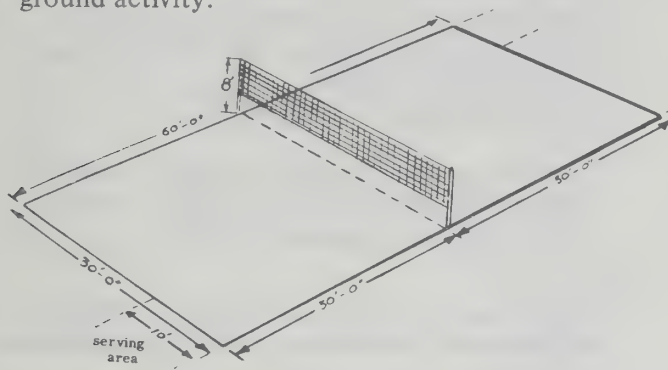
In doubles teach a team to play one man up and one man back in order to cover both long and short shots.

Place a player on his strong side whenever possible.

The secret of doubles team play is in constantly talking to one another and playing as a team until each knows the moves of the other.

VOLLEYBALL

Volleyball is a unique game with qualities possessed by few others. It can be played by all ages and by both sexes. It lends itself very successfully to co-educational programming. There is no better playground activity.



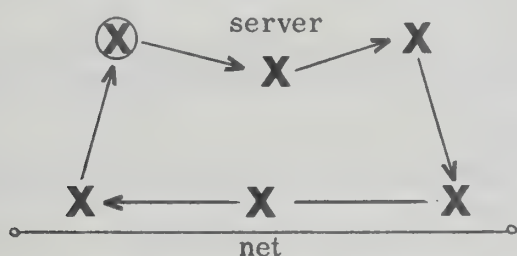
The ball used is a regulation volleyball. There is a rubberized ball made especially for outdoor play.

A team consists of six players. Three play across the front of the net and three others back them up.

Once the ball has been served, the players attempt to bat it back and forth preventing it from touching the floor in their court.

A team may score a point only when the service is theirs. If the serving team loses the rally, the opponents become servers.

Fifteen points make a game. If the score is tied 14-14, a team must score two successive points to win.



Each time a team gains the service their players rotate clockwise, one position.

RULES OF PLAY

The server is allowed only one try to put the ball over the net from the serving area.

His feet must remain behind the rear boundary line until the served ball crosses the net. If the ball touches the net or goes directly out of bounds or is touched by a teammate on the way over the net, the service is lost. A team may hit the ball only three times on its side of the net before it crosses the net.

A ball which touches the line is considered in the court.

Players may not hold the ball. It must be batted. A player may not hit the ball twice in succession.

A net ball is in play except on the service. Players may not touch the net or have any part of their body through the imaginary plane of the net extending from the floor or ground upward.

FUNDAMENTALS

PASSING THE BALL

There are two ways of passing the ball.

When the ball is played at waist level or below, it is played with the fingers extending away from the body and the palms upward.

For balls that are played above waist level they should be batted with the fingers pointing toward the body and the palms facing upward.

In passing a volleyball it is essential to use the pads of the fingers to control and direct the ball. The palms and heels of the hands are not used in passing.

One hand is used to bat the ball only in an emergency and when it is impossible to play the ball with two hands—except on the serve of course.

When playing the ball the body should be relaxed and the knees bent. The depth of the crouch will depend upon the height of the ball.

SERVE

The only serve that will be discussed here is the underhand serve. It is recommended for most players. For most players the overhand and sidearm serves are too difficult to control.

In the underhand right-handed serve the server stands in the serving area with his left foot forward and his body slightly crouched.

The ball is held in the left hand and slightly to the right side of the body.

Beginners often attempt to throw the ball into the air before hitting it. This is their chief fault.

The right hand hits the ball out of the stationary left hand.

Keep the palm open or the fist partially clenched but relaxed.

Keep your eyes on the ball.

Follow through smoothly.

OFFENCE

When volleyball is well played it is not merely a matter of hitting the ball back and forth. A good team will have a well-planned attack. Whenever possible a team should take full advantage of the three bats allowed them each time the ball comes over the net into their court.

The rear line of three are the "feeders" who pass the ball to a definite player in the front line who is the "set-up" man. The set-up man hits the ball 12 to 15 ft into the air and directs it so that it falls vertically 6 to 8 in. on his side of the net.

The spiker with whom he has teamed leaps high to drive the falling ball into his opponent's court.

This three-way manoeuvre requires great skill and practice before it is mastered.

A team usually designates certain players as "set-up" men or "spikers". Their offence is then built around these combinations.

DEFENCE

On the defence every player should expect every ball to come to him and be ready for it, crouched, alert, hands ready, with eyes constantly on the ball.

The centre man in the back line usually plays forward slightly forming a shallow 2-1-2 defence. The rear two defencemen back him up.

On the service the front line on the defensive team should move back a short distance.

When the offensive team sets up the ball for their "spiker", two defensive players should leap as high as possible to block the shot. They time their leap so that they meet the shot at the right moment.

When recovering a ball that has been hit into the net by a teammate, don't be in too much of a hurry. If the net is stretched to the proper tension the ball should rebound 2 to 3 ft from the net. Wait for it, crouch low, hands ready. Control the ball with all the fingers and direct it backward and upward so that a teammate may play it successfully.

Sometimes a teammate will hit a wild shot that deflects off his hand toward the sideline. Go after all balls. Try to hit it high and in the direction of your teammates so that they may play it.

TEAMPLAY

Above and beyond the defensive and offensive principles outlined, there are a few elements of team-play that are worth special consideration.

Play your position. Nothing disrupts a team more than players who continually move into a teammate's area to hit the ball. Leave your position only when it is absolutely necessary.

When a ball comes to you, call out, "I've got it." Talk continually. There is nothing more demoralizing than to have two players both think that the other was going to hit the ball and in the meantime it falls between them for a lost point.

Place your "set-up" men and "spikers" alternately so that they can work in pairs. Try to work all plays 1-2-3-"feeder" to the "set-up" man to the "spiker". This is real team play.

Note: For smaller players lower the height of the net. Use a lighter ball when age makes it necessary. Allow two serves instead of one for beginners.

DRILLS FOR TEACHING VOLLEYBALL FUNDAMENTALS

We learn by doing.

Have as many balls as possible on hand. The more balls available the more activity is possible.

DRILL 1

The ideal number of balls would be one for every two participants.

In all drills stress **CONTROL**.

Line the players up in a semi-circle facing you.

Throw the ball to them so that they may practise both kinds of passes.

Correct their style and technique.

DRILL 2

Line players up in two lines facing one another.

Have them bat the ball back and forth using the correct technique learned in Drill 1.

DRILL 3

Place players in a circle and have them bat the ball back and forth trying to keep it from hitting the floor.

DRILL 4

Place the players in a hollow square. Have them start at number 1 player and pass the ball around the square from man to man.

Reverse the direction.

DRILL 5

Line players up in a diagonal line facing the net.

Throw the ball against the net and have each player in turn practise recovering it off the net.

DRILL 6

Use two lines or if enough balls are available, pair the players off. Have them practise "setting up" for the partner who leaps high to "spike" the ball.

DRILL 7

Repeat drill 6 but place players in 2 lines near the net and have them practise "set-ups" and "spikes".

DRILL 8

Have the players face each other in two lines 45-50 feet apart.

Have the players serve the ball back and forth to one another using the underhand serve.

DRILL 9

Have one line serving the ball and the other line on the opposite side of the net practising receiving the service.

DRILL 10

Line players up in four lines.

One line serves the ball.

One line receives the service and "feeds" to net.

One line receives ball from feeders and "sets up".

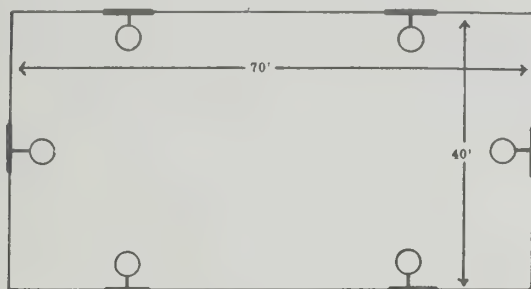
One line "spikes" the ball that is set up.

These are a few drills that will help beginners to master the fundamentals. Modify and adapt these drills to fit your own needs. Maximum enjoyment can only be derived from any game by mastering the fundamentals involved. People just naturally enjoy doing those things which they do well.

THREE-MAN BASKETBALL

The older boys on your playground have probably been a problem to you at some time or other. How many times have you tried to think of some asorbing activity that would fit their particular needs and interests.

Here is a suggested activity that has proven its worth elsewhere and which can be adopted to your playground program. However, save this activity until August when interest in softball and baseball is decreasing.



There are many advantages to three-man basketball.

- You don't need a full-sized court.
- You can set up several baskets in a relatively small area.
- Each game played requires only one basket.
- Boys may team up in threesomes and stay together all season.
- You may play off for the championship of each playground and then conduct a city-wide tournament for all the local playground winners.

The rubberized basketball is appropriate for outdoor play. It is far more durable and much cheaper than the leather ball.

It is preferable to play on a concrete or macadam surface. However, the game is played very successfully on a hard clay court.

THREE-MAN BASKETBALL RULES

1. Each team has three members.
2. The standard playing court is 40 ft square (but any size will do).
3. One basket is used.
4. When a flagrant foul is committed, the ball goes to the opposing team out-of-bounds.
5. There are no foul shots.
6. The game is started by the winner of a coin toss throwing the ball into play from out-of-bounds opposite the basket.
7. No referee is needed except in championship games.
8. Jump balls are tossed up by alternate team players.
9. At the start of the second half, the ball is put into play by the team that lost the toss at the beginning of the game.
10. Subs may enter the game on out-of-bounds play only.
11. Time-outs may be called—one to each team per half (except for injuries).
12. The entire game is run on an honor basis (out-of-bounds, jump balls, flagrant fouls).
13. The winner is the first team to reach 40 points. Half-time is declared when one team reaches 20 points.
14. When the defensive team gets the ball from the offensive team by rebound off the board, intercepted pass, or any other legal means, they are not permitted to shoot for the basket. The ball must be passed out to the mid-court or near the bounds opposite the basket and worked in for a shot. They become the offensive team and may continue to shoot until a basket is made or until the other team secures the ball.

READING MATERIAL

How to Improve Series (Athletic Institute, Chicago)

Archery

Badminton

Baseball

Basketball

Tennis

Track and Field

Volleyball

and many others.

Available at sporting goods stores or from—Ontario
Federation School Athletic Association, 559 Jarvis
Street, Toronto.

SCHEDULING

Every playground supervisor will be called upon to draw up a schedule or conduct a tournament at some time during the summer. What looks formidable is in effect quite simple if you follow a logical pattern.

The type of tournament that you select will depend upon the number of entries, time available, facilities, supervision and equipment.

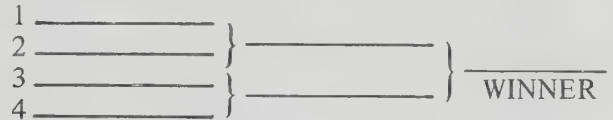
There are several types of tournaments that may be adapted to your particular needs. Here are a few.

STRAIGHT ELIMINATION TOURNAMENT

Sometimes also known as a "knock out" tournament, this is the fastest method of declaring a winner.

When the number of entrants is a power of "two", e.g. four, eight, 16, etc., the number of matches and brackets comes out evenly. Draw for positions.

Here is the draw for a straight elimination tournament involving four teams or players.



When the number of teams is not an exact power of "two", use the following formula to determine the number of matches and the number of byes. (A bye is a round in which a team is not required to play.)

(e.g.)

Number of Entries	The highest power of "two" below number of entries	The number of matches in the first round
11	8	(11 minus 8)= 3
	Next higher power of "two" above number of entries	The number of byes
11	16	(16 minus 11)= 5

By employing this procedure you are assured that the second round will be a perfect power of "two" and thus no team will get a bye after the first round.

The total number of games to be played is always one less than the number of competitors or teams involved.

SEEDING PLAYERS

Seeding is a method used to place the best players in the tournament in positions such that they will not meet until the finals. This insures the best competition for your final match.

SINGLE ROUND-ROBIN TOURNAMENT

This type of tournament provides for maximum participation as every team or contestant must play every other one.

The individual or team accumulating the greatest number of wins is declared the champion.

This type of tournament is ideal for a number of entries because contestants may be divided into small groups or leagues. The league winners then play a straight elimination tournament to determine the champion.

As an example here are groupings for a four-team series:—

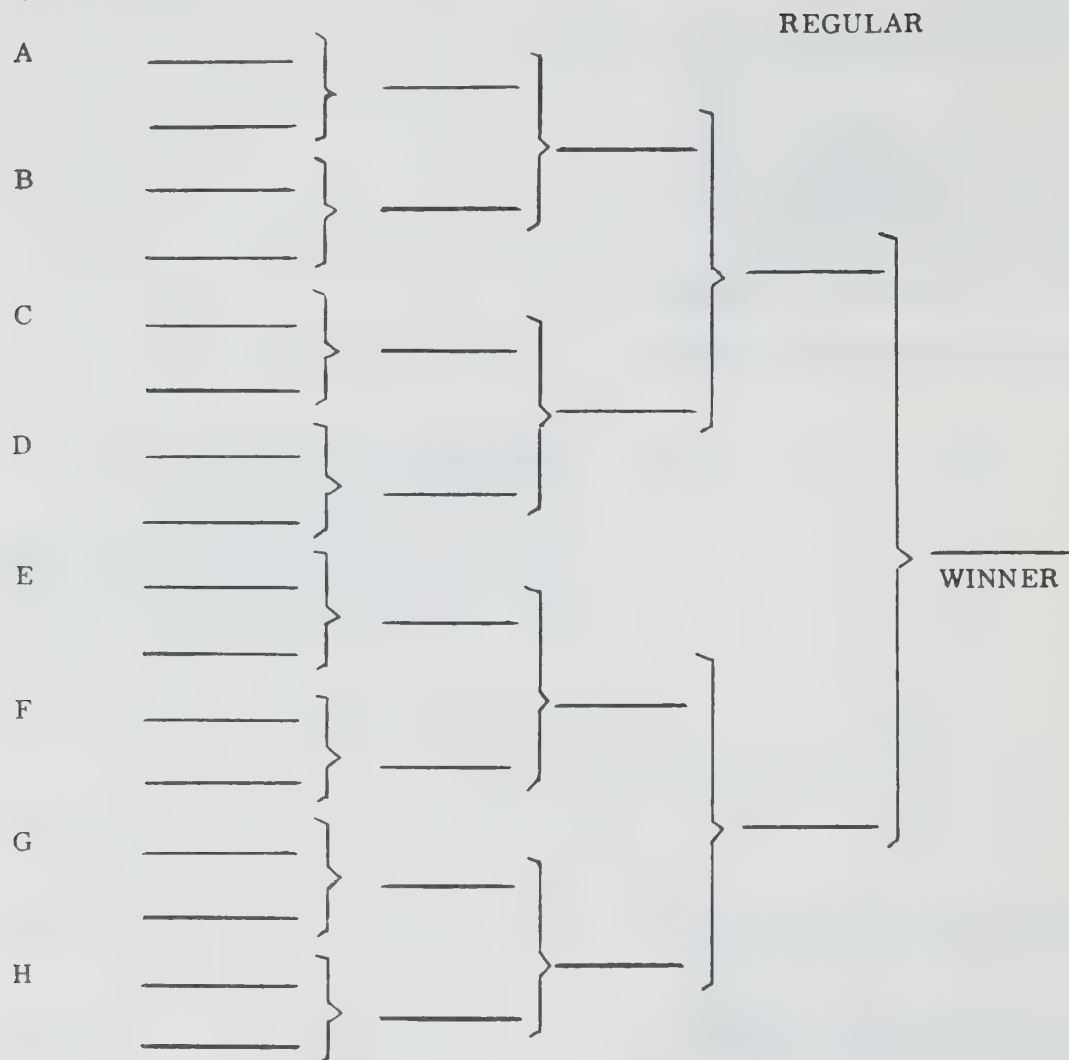
Number of teams	Team	vs.	Team	Total Games
4	1	-	2	6
	3	-	4	
	1	-	3	
	2	-	4	
	1	-	4	
	2	-	3	
The formula—	$\frac{N(N-1)}{2}$	=	Number of games to be played.	
(in the above series)	$\frac{4(4-1)}{2}$	=	$\frac{4(3)}{2}$	$= \frac{12}{2} = 6$

For a DOUBLE ROUND-ROBIN tournament the set-up is the same except that every team plays the other teams twice.

When scheduling a seven-team round-robin tournament draw up a schedule for eight teams. Scratch out all the games in which team eight would play and designate these as byes.

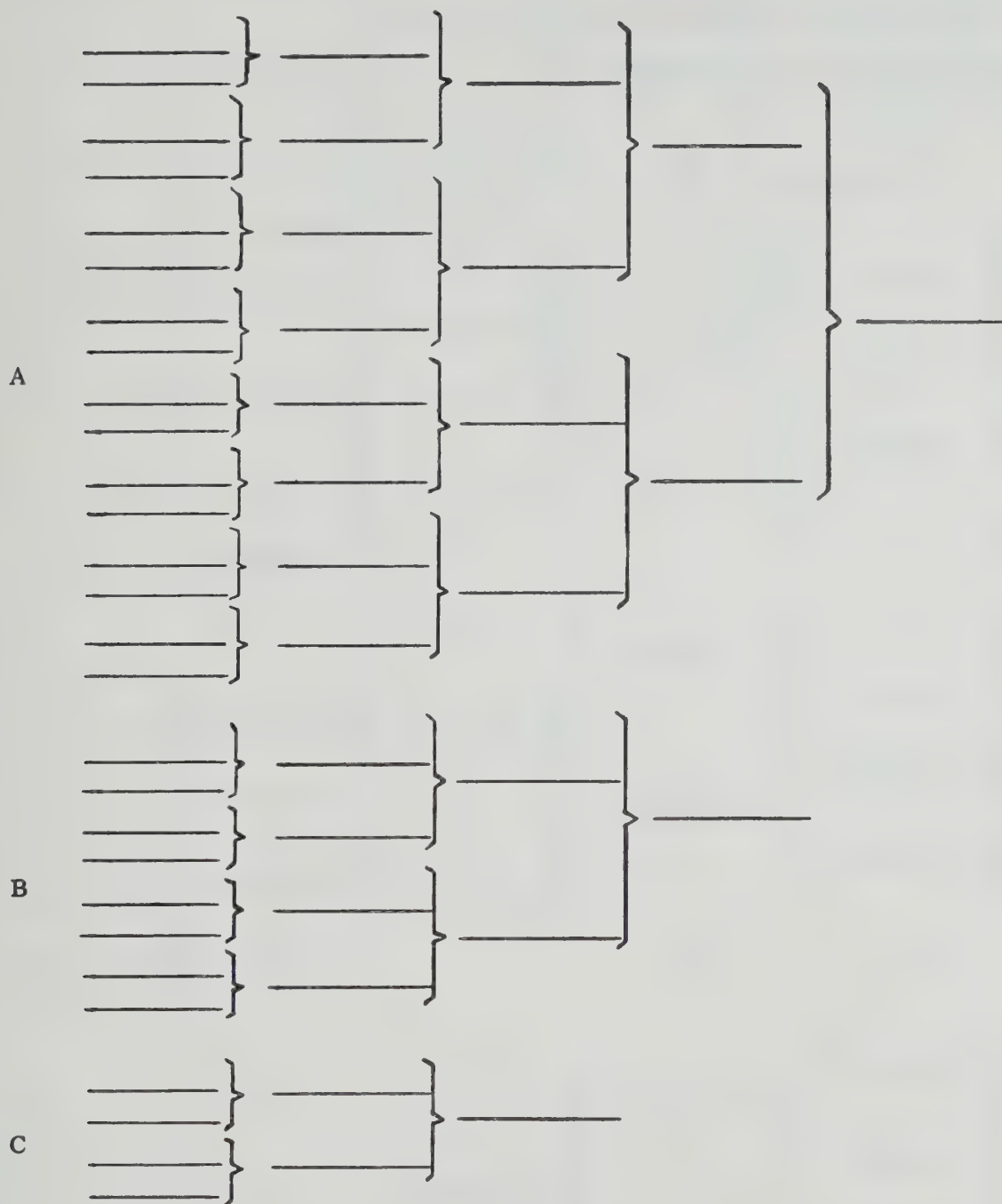
STRAIGHT CONSOLATION TOURNAMENT

In order to promote maximum participation and activity it is often wise to run a consolation tournament.



CONTINUING CONSOLATION TOURNAMENT

This type of tournament may be carried to any length to provide maximum participation for the losers.



If 16 players start out in the first round, the eight losers drop to B series, the four losers would drop to C series, etc.

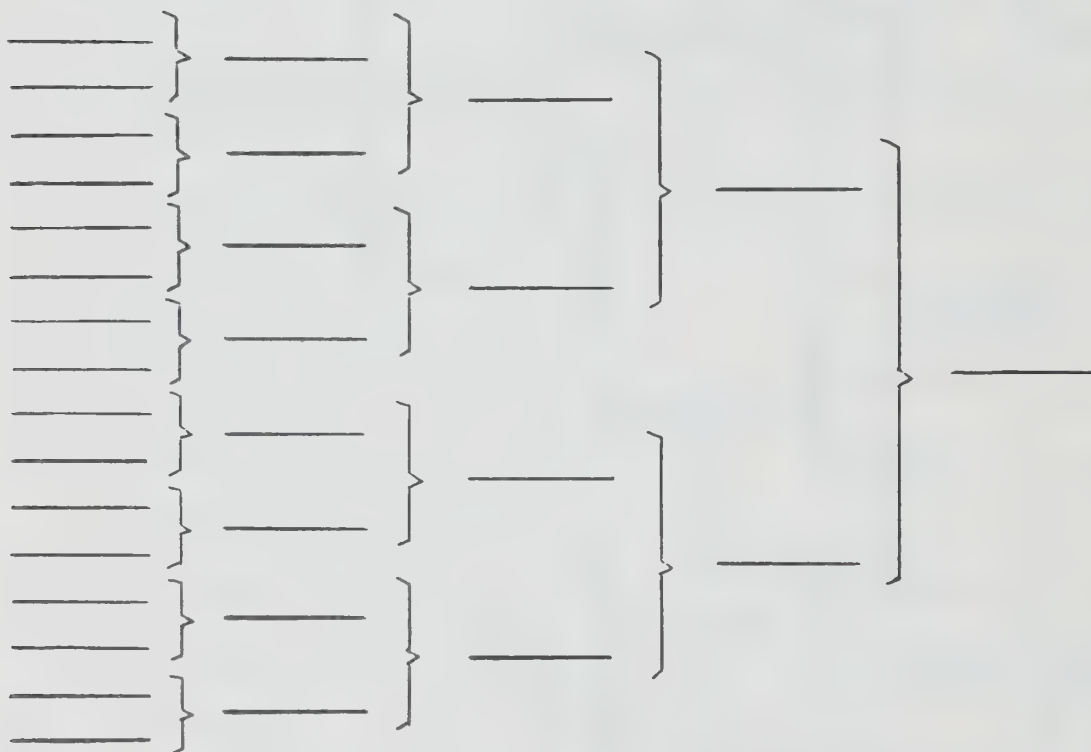
CLASSIFIED CONSOLATION TOURNAMENTS

This type of tournament is especially useful when a supervisor wants to keep groups within their proper classifications.

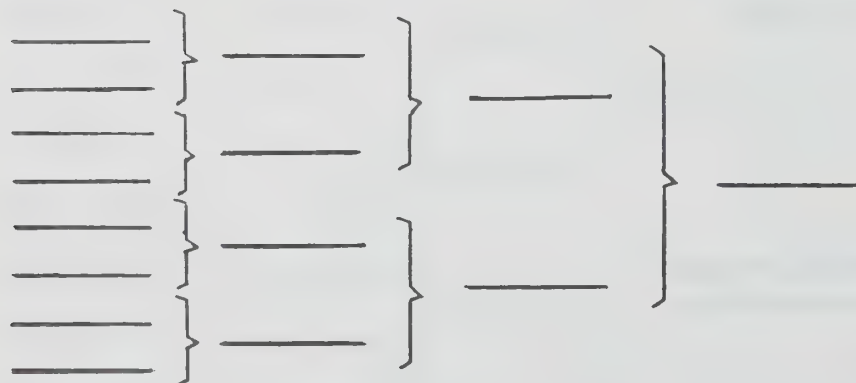
Suppose that the best 16 competitors are placed in Series A. The losing eight players drop down into series B.

The second 16 best are put in series C with the eight losers dropping down to series D.

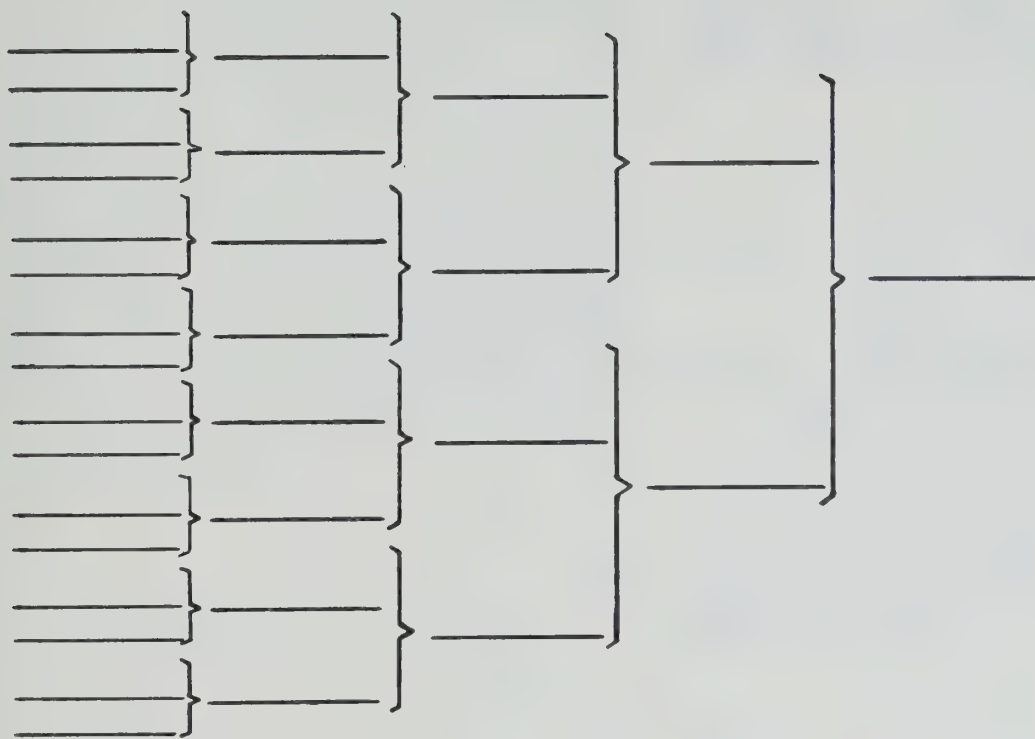
A



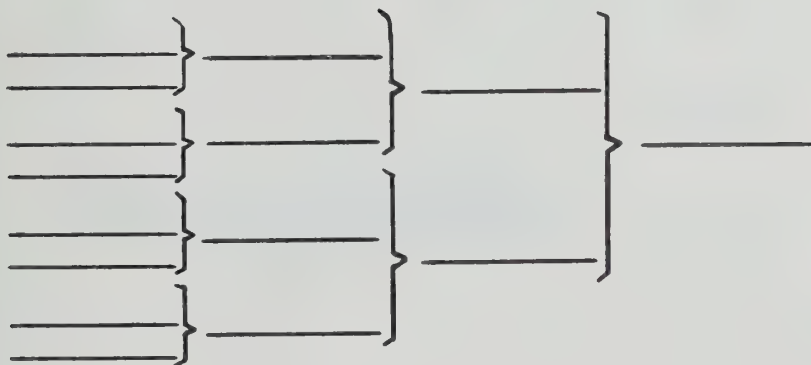
B



C



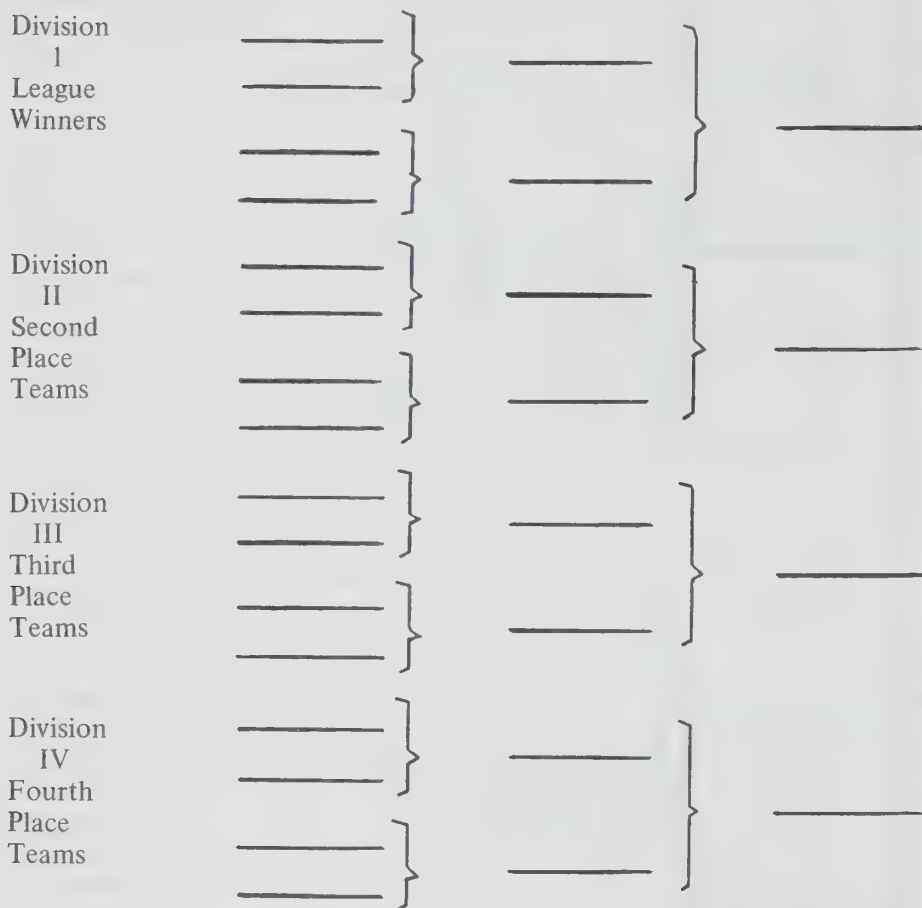
D



CLASSIFIED PLAYOFF TOURNAMENTS

This type of tournament provides maximum play for all teams.

Run your leagues, preferably four teams. Place your first place league winners in division one, second in division two and so on.



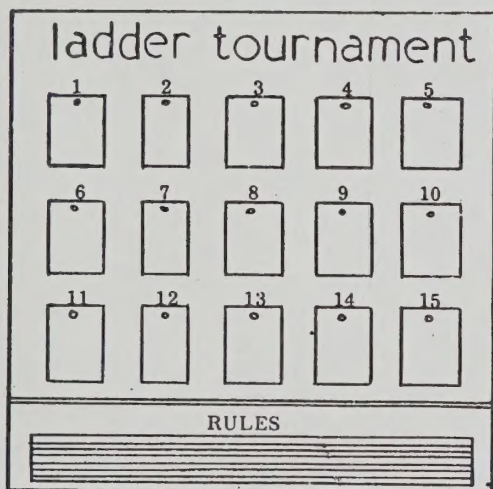
LADDER TOURNAMENT

This is so named because originally the score board was in the form of a ladder, however, it now is used to include all challenge tournaments where participants ascend or descend in standing depending upon whether they win or lose.

A player may challenge the player directly above him. If the challenger wins they change places. Once two contestants have played they must each play one other contestant before replaying each other.

This type of tournament lends itself most admirably to those games that are played in singles or doubles competitions, such as paddle tennis, quoits, horseshoes, tetherball, handball, deck tennis.

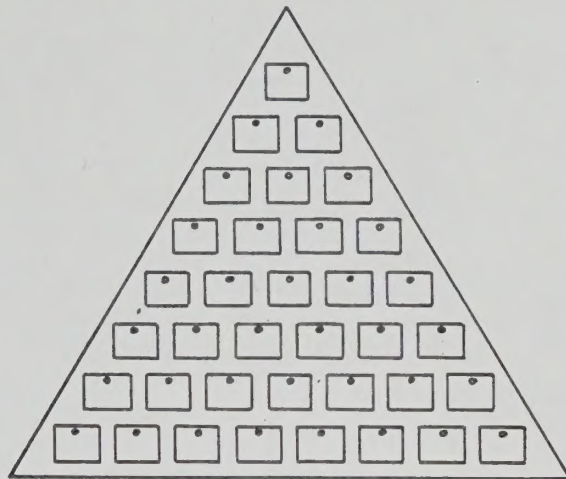
There are innumerable boards devised to move contestants up and down the ladder. A few types of boards are illustrated.



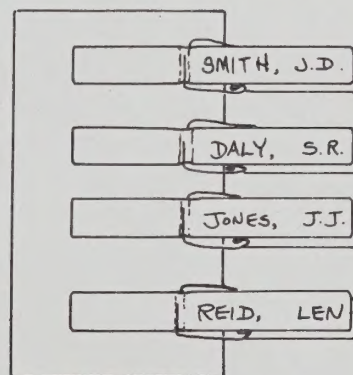
A Sample Board

PYRAMID TOURNAMENT

This is similar to the ladder-type tournament except that it provides for greater participation.



Any player may challenge any other player in the row above him. If he beats the competitor in the row above they change places.



Clothes Pins For Tags

Several Types of Tags



THESE ARE THE BASIC PRINCIPLES OF THE SYSTEM. THE FIRST PRINCIPLE IS THAT THE SYSTEM IS A TRIANGLE. THE SECOND PRINCIPLE IS THAT THE SYSTEM IS A TRIANGLE. THE THIRD PRINCIPLE IS THAT THE SYSTEM IS A TRIANGLE.



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A Sample Board

Sample Board for 1st



